

Pakeho

Jan 2025

Introduction

A limestone fault scarp in the bush margin overlooking the Mangapu Stream. The flaggy limestone here does have bands of variable quality, as is typical of Te Kuiti Group limestones, but is generally very solid. The climbs are dominated by horizontal breaks, so get used to pinch grips, but on most routes you will end up using a wide variety of holds.

The crag was originally developed by Paul Hunt and a few other developers 2009-2014. In 2024 the entire crag was re-bolted by a team of North Island developers. Equipment used for the rebolt was majority Stainless 316 glue-ins (Fixe, NZAC and Singing Rock P bolts) and Ramset C6+ Epoxy.

Please read the conditions below and stick to them. Abuse by individuals will result in that individual being denied further access and widespread abuse will result in the closure of the crag to climbers.

Gear.

Routes are all sport. You will require 12 quick draws and a 60m rope to lower safely.

Disclaimer

The author, publisher, and landowners take no responsibility for damages, injury, disability, or death resulting from the use of this guide. This guide does not guarantee any of the fixed gear, including bolts, peg, or belays mentioned in this guide. All fixed gear is to be used at the climbers own risk. Ownership of the guide does not grant you entry onto the property or crag. No responsibility is accepted for the accuracy of the information in this guide. Climb at your own risk.



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Rock Climbing Information

The Rules

All climbers MUST request permission by completing an online registration request at least two days prior to visiting. Do not visit unless you have received an email accepting your request.

Register here: <https://form.jotform.com/232947138909064>

Pakeho has a daily limit of 5 vehicles and 25 climbers. Please carpool.

Requests will be accepted or declined on a first-in, first-served basis.

If your request to climb at Pakeho has been accepted, we strongly encourage you to make a donation of at least \$10 per person per day. Donate to Pakeho via the ACAT website: <https://www.acat.org.nz/donations/donate-to-pakeho>

Pakeho crag is on private land and access is by the grace of the landowner in partnership with ACAT. To ensure this privilege continues, please be responsible and respect all access rules and restrictions.

- Access is only permitted to climbing areas, not other parts of the property. Access to caves is strictly prohibited.
- Climb during daylight hours only and be respectful of others, no loud music or screaming / swearing.
- Keep the climbing and parking area clean and tidy. If you see any rubbish please take it out with you.
- Don't park on the drive or in any way obstruct access along the drive.
- Use the toilet provided and do not leave human deposits around the property.

NO: Dogs / Fires / Camping / Littering

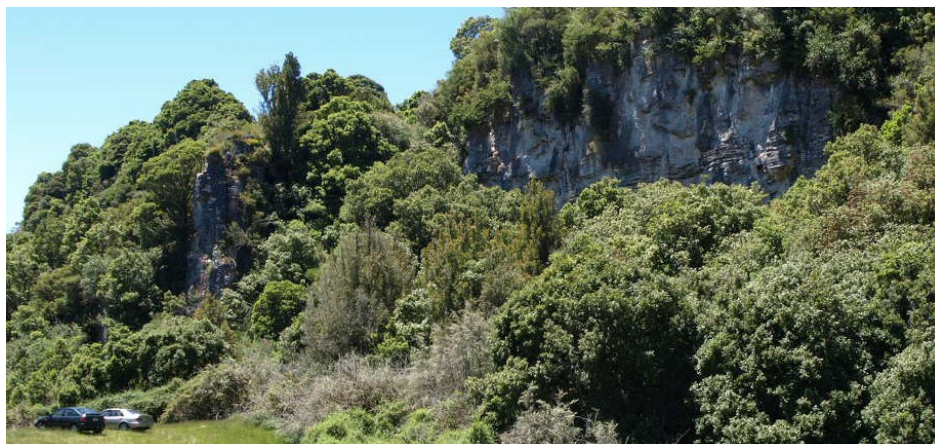
Location

1233 Oparure Rd, Te Kuiti



The Guide

Routes marked with **Δ** are tagged with their name and grade.

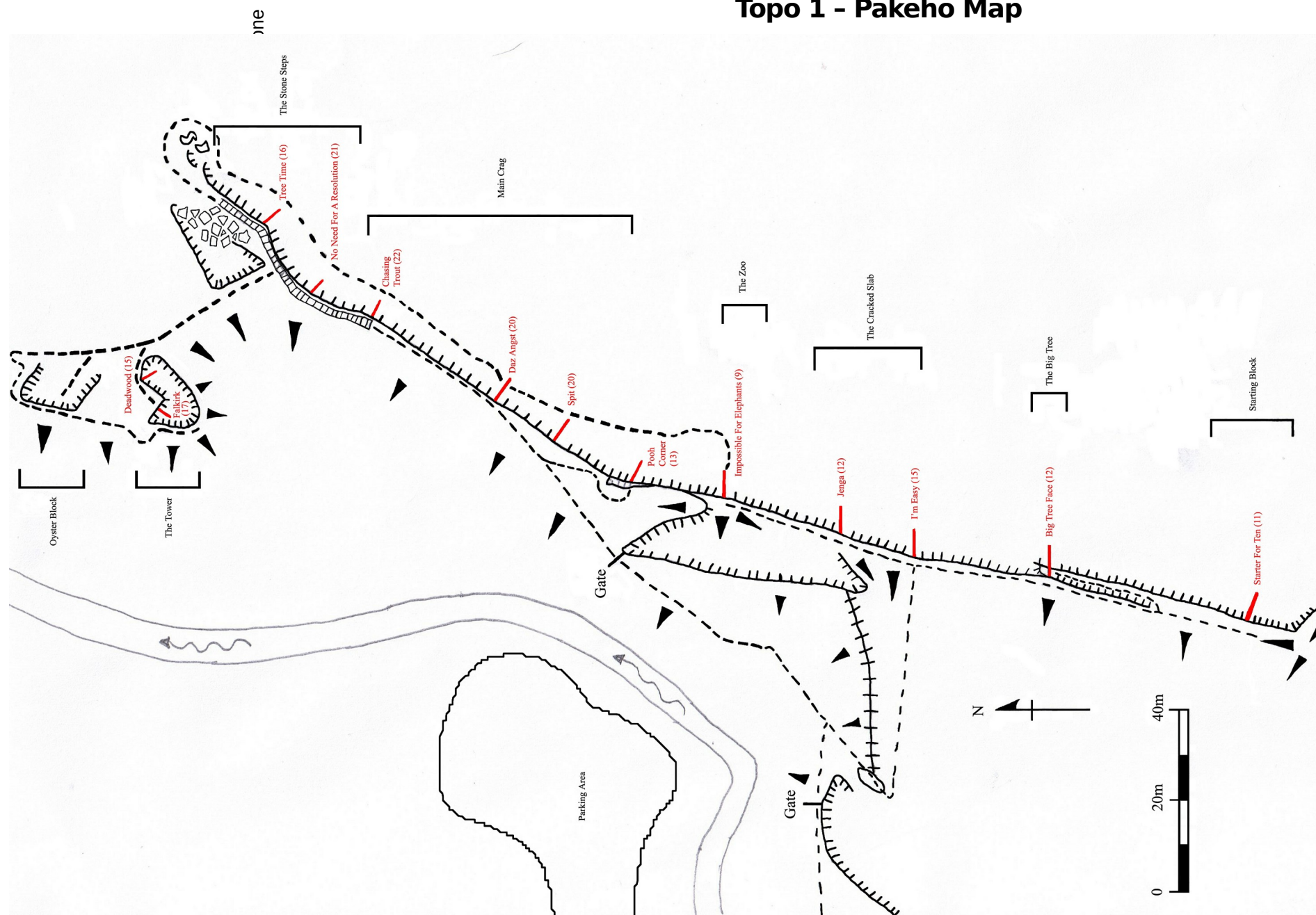


Please distribute this guide **INTACT** only. It is important that everybody reads and understands the **Conditions of Use** to ensure that access remains open.

Safety notes

- There is very limited mobile reception at Pakeho. The only place you will get a signal is at the top of Hanging Valley. Consider having a PLB with you.
- Take care, the base of some of the walls are on steep, unstable ground – particularly Cave Wall and Leaning Tower – clip into the chains provided.
- Hanging Valley (and Cave Wall Right accessed via Hanging Valley) access is abseil in only. You need to climb a route to exit – there is no alternate exit. Be confident that you can climb a route to exit and consider leaving an abseil rope in situ and know how to ascend a rope safely if climbing in this area.
- If you notice any issues with fixed hardware or the toilet please report it via thecrag.com or email pakeho@acat.org.nz

Topo 1 - Pakeho Map



The Leaning Tower.

There is a traverse line here for a reason - clip in. Ignore it to your peril!

Zip (12) 6m

So far a top-rope from the Zap belay only. Start up the block from the belay platform and up the crack anyhow you like!

Zap (15) 7m

Start up the corner crack below the belay platform, then stay right of the big crack after the ledge. [3 bolts, DBC-R belay]

Paul Hunt 21/04/09

Deadwood (15) 8m

Up the arete from the very bottom, staying on the left face. The upper face has mostly slopers and thin seams so layback the arete past bolt 3!

[3 bolts, DBC-R belay]

Paul Hunt 22/04/09

Done Dirt Cheap (16) 8m

Shares the first two bolts of S.M.E. Start up the scoop keeping the first two bolts on your right, then move left onto the arete.

[3 bolts, DBC-R] *Stewart Dempsey 1/02/09*

Sorry Mr Epiphyte (15) 8m

Climb the face – keeping the first 2 bolts on your left. Top out, downclimb to the Deadwood belay and lower off or finish at the Cthru belay on the right.

[4 bolts].

Paul Hunt 1/02/09

* Cthru (12) 8m

The obvious Corner crack / chimney that, surprise, you can see through! – Best done as a corner crack although the first ascent was done by groveling up the inside on natural pro. [4 bolts, DBC-R]

Paul Hunt, Stewart Dempsey 09

Falkirk (17) 8m

Straight up the middle of the steep/overhung face. Top out and belay from the Cthru belay. The edge of the Cthru crack is out of bounds! [3 bolts]

Paul Hunt, 4/01/09

***Ripsaw (15) 9m

Step around the ledge until the pointy end of the arete is aimed at your

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chest, then straight up!! Relish the exposure! If you swing around too far onto the right face you're on the top of Dirty Deeds. [3, bolts all on left, DBC-SG] *Paul Hunt, FFA Garry Kane 20/04/09*

The next two routes start from the base of the river face of the tower. Follow the 'track' down and around past the Oyster Block or Rap off the tower. Not the best rock but hey, it's a free standing tower...

** Dirty Deeds (17) 23m

Start up the leaning block on the left to the ledge and the first bolt, then up the left side of the tower using the arete and face. Finish up the face rather than using the rip saw arete.

[7 Bolts, DBC-SG (steel carabiner)]

Stewart Dempsey 1/02/09

Big Boy (17) 23m

Up the middle of the tower and finishes on the right. Needs cleaning properly and still has some loose rock. Currently starts by traversing right from the top of the leaning block but will soon have a bolt added for a direct start.

[7 bolts, belay as for D.D.]

Stewart Dempsey

S.T.D. (Stus Trundle Dilemma) – Project

The right "Arete". Lots of rock got trundled off this one, in the end the 'dilemma' got bolted in place! [Currently a top-rope.]

The Oyster Block

The block of oyster packed rock to the left (facing the rock) of the Tower.

Gerrards Project/20 (20)

Up the left of the face.

[4 bolts]

Bryce Martin unknown

Guillotine (20) 9m

[4 bolts, DBC-R]

Gerard Tarr 06/04/10

The Stone Steps

Double Six (15) 6m

Two short routes to same belay, using the same bolts.

1 – Up the face on the left of the angled arete. 2 – The angled arete
[2 bolts]

Paul Hunt 09

Less Work (16) 6m

Start as for right side of double six, get the big hold above the first bolt then straight up. [2 bolts]

Stewart Dempsey 9/12/09

**Tree Time (16) Δ

Up the short face in front of the skinny tree, under-cling to clip the bolt then power through overlap to the arete on the left and a rest! Best if finished up the face rather than the gut on the left. [5 bolts]

Paul Hunt, FFA Kierran McKay 25/10/09

* Hollow Point (18) 9m

Climb the flowstone and tufas into the corner with wide stemming. Shares an anchor with Tree Time. [4 bolts]

Paul Hunt 12

* Brokeback Belayer (18) 15m

Climb the overhanging corner arete then step left to meet up with the anchors of Tree Time [6 bolts]

Chris Hailey 11/08/24

* Hole Thing (15) 8m Δ

Jamming a hand in the hole somehow helps get you to the top! [3 bolts]

Paul Hunt 24/04/09

* EZCC (11) 8m

The ledgy corner crack. [4 bolts]

Paul Hunt, FFA Stewart Dempsey (solo), 09

* Dessicator (19) 10m Δ

Start in the scoop, traverse left under the arete, the crux is getting past bolt 2 to good holds way out left behind the tree. Move back right from these and on up the arete. [4 bolts]

Paul Hunt 9/12/09

Bottle of Smoke (23) 10m

Straight up the arete right of Dessicator, through the bulge and up to the 4th bolt on Dessicator and up to the belay. [4 bolts]

Gerard Tarr 29/05/11

** No Need For A Resolution (21/23) 11m

Clip the first bolt of Sitting Duck, head to the crack then up. The crux is pulling through the bulge, find the side pull out right. [3 bolts]

Brad Hewson 31/12/09

Sitting Duck (15) 17m

Up the 'stairs' to start. Stay off the detached block. Clip the second bolt of N.N.F.A.R. if the gap between the 2nd and 3rd bolts worries you. Tall people can reach the fifth bolt before moving to the right. [6 bolts]

Paul Hunt, FFA Hanna 7/10/09

** Mr Shrimps (22/23) 20m

Climb the face on slopey crimps then mantel the roof, shares anchor out right with Bottomless [6 bolts]

Chris Hailey 21/08/2024

** Bottomless (19) 16m

What else do you call the companion route to Topless!! Move right after clipping the first bolt and left clip the next. Getting onto the ledge is the crux and is rewarded with a hands free rest. Use it well. Joins Topless at its last bolt. A joint effort between Paul, Kierran Chandler and Jason Chandler. [7 bolts]

Jason Chandler 10/12/11

** Topless (17) 16m Δ

Pull through the roof then onto easier ground on the right. Aim for the big flake below the roof to the right of bolt 4 rather than straight to the bolt. [7 bolts]

Paul Hunt, FFA Stewart Dempsey 24/04/09

Chasing Trout (22) 20m

Easier climbing with lots of no hands rests before the 5th bolt. Go through the small roof and dead point your way to victory. [8 bolts]

Tom Johns 15/03/10

Dishboscher (24) 25m

Climb the face into a mini cave then up to the medium sized roof for the main event. [10 bolts]

Chris Hailey 09/11/2024

Main Crag

The highest part of the cliffs, running right from the base of the stone steps to the top of the wooden 'steps' at Pooh Corner.

** Huntaway (17) 20m

Head up the climb just left of Not Dark Yet through sustained ledge climbing. [7 bolts]

Bryce Martin, unknown

** Not Dark Yet (18) 25m

Follow the crack in the wall above you before moving left at the mini-roof. Above this roof cut back right then upwards to the anchor. [13 bolts]

Bryce Martin, unknown

** The Disappointment (24) 20m

Shares anchors with Not Dark Yet... attack the roof!!!. [7 bolts]

Set: Chris Hailey

FA: Steve Gavin 9/11/2024

** Calcium Snow (18) 23m Δ

The roof isn't the crux! A little run out at the top on juggy rock. Have fun!! [10 bolts]

Paul Hunt, FFA Travis Cross ?/10/09

** Mr Plow (20) 25m

Shares the first 3 bolts of Calcium Snow then head out right and up the overhanging face. [10 bolts]

Chris Hailey, 01/04/2024

***Daz Angst (20) 27m

Through initial overlap then p to steep ground above. [12 bolts]

Tom Johns ?/10/10

***Drop Out (24) 25m

Climb the middle of the scooped out slab then attack the roof, after the roog enjoy the overhanging climbing on interesting feature to the top. [12 bolts]

Chris Hailey, 14/04/2024

** Endless Highway (19) 25m

AS the name suggests, this is a never-ending pumpy adventure through the small roof and the upper wall. [14 bolts]

Bryce Martin, unknown

** Trog (17) 25m

Follow the curving, intermittent, crack up to the left trending corner. Go right at the roof into easier ground, then back left at the top to the belay on the arete.[10 bolts]

Paul Hunt, FFA Kierran Mckay 25/10/09

** Spit (20) 26m

The crux is getting through the thin moves on the Face after the little overhang.[11 bolts]

Paul Hunt 2010

** Blank Space (20) 26m

Climb the right side of the slab/overhanging start then attack the blank face. [10 bolts]

Paul Hunt 2010

***Stainless (17) 26m

The curving corner to the roof, and rest on the Tigger belay ledge. Left past a bolt and through the roof via the left groove to a bolt and another rest.

Traverse left past the next bolt then up to two more, then right to get to the chains. Reasonably sustained climbing around grade 16 with the last section to the chains being the crux. [9 bolts]

Paul Hunt, FFA Tom Johns 22/02/11

The next four routes are really a mix and match of starts and finishes. Usually the second two routes are combined into one long pitch with one of the first two, although they can be climbed as a multi-pitch too.

* Hunny on my Paws (17) 14m

A right trending, technical, thinnish slab climb. Stay off the overlap. Clip the last bolt of Tigger and keep it on your right.

[6 bolts]

Paul Hunt, FFA Gerrard Tarr 26/02/10

* Tigger (14) 12m Δ

The steepening slab. There is a hidden 'jug' at the back of the second small ledge, useful when clipping the bolt above. The crux is the next section with only fingertip holds. [5 bolts]

Paul Hunt, FFA Brad Hewson 10/09/09

** Tiger (16) 21m total. Δ

The overhanging corner (stay out of the smaller groove on the left – stem right instead) then head up to the right end of the roof.[4 bolts + Tigger belay]

Paul Hunt, FFA Brad Hewson 10/09/09

*****Tiger by the Tail (18) 23m total.**

Up the first 3 bolts of Tiger then through the roof – finding the jug in the crack for the right hand and clipping with the left makes the clip over the lip easy!
[6 bolts]

Paul Hunt 26/02/10

*** Piglet (16) 21m**

Starts up the face left of Heffalump Trap then through the left side of the scoop. Joins H. Trap for a couple of bolts then straight up from the ledge and through the overhang on the right side. Up to Tiger anchor [10 bolts]

Paul Hunt 2010

**** Heffalump Trap (16) 18m Δ**

Up the corner crack, passing the overhang on the left. From the ledge clip the bolt above your head then step out right onto the lip of the overhang then up to the next bolt. You can clip the belay, top out and belay from the trees then walk off if you really want to.... [7 bolts]

Paul Hunt, FFA Stewart Dempsey 10/09/09

*** Hunny Face (15) 19m Δ**

Straight up from the marker to the ledge then enjoy the steepening slab. To clip the bolt over the roof, find the hidden jug in the horizontal break, at the base of the vertical crack. Get through the roof then pinch and don't stop! Not a one move wonder! [7 bolts]

Paul Hunt 2009

****Pooh Corner (13) 18m Δ**

Follow the line of bolts to the corner crack which is best climbed by bridging.
[7 bolts]

Paul Hunt 2009

The Zoo

The small slab/face at the far end of the ledge. Cleaned up for the local kids!

*** Impossible For Elephants (9) 8m**

The big curving crack on the left. Just about anything except an elephant should get up this one!! Reach out right to the H. frog bolts. [4 bolts]

Paul Hunt (trad, dirty) 7/10/09

Hippocroccorhinofrog (11) 8m

Bolt ladder made for a first lead. Straight up the line of bolts and stay out of the I.F.E crack. [4 bolts]

Paul Hunt, FFA Jason Chandler 10/07/10

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Funky Monkey (11) 8m

Start in the crack and go straight up to the tree. [Top rope]

Bouncy Bunny (12) 9m

Up the face between the cracks then trough the left side of the roof.
[4 bolts]

Grabbit Rabbit (13) 9m

Up the column between the twin cracks then past the roof on the right.
[Top rope]

The Cracked Slab

This is the first section of cliff that you see ahead of you after the first 'gate'. Climb the boulder to get around the fence at it's right hand end.

As the name says its a slab with cracks... and holds everywhere! It started off by being set up to put a bunch of top-ropes down for groups of beginners, and ended up a little like a climbing gym outdoors!

Dirty Bertie 10 (8m)

The corner at the top of the steps. Think 3D! [4 bolts]

Paul Hunt (gumboot solo) Nov/2009

Hope (15) 9m

As in hope like hell it doesn't all fall on you! Bouldery, smeary start then straight through the overhang. Shares the last bolt of Jenga.

[3 bolts, use Jenga anchor]

Paul Hunt, FFA Brad Heuson 18/12/09

Jenga Direct (11) 9m

Straight up the crack. Use the Jenga bolts out right.

[Trad or the 4 Jenga bolts, use Jenga anchor]

Paul Hunt ?/10/09

*** Jenga (12) 9m Δ**

Follow the curving line of bolts, keeping them on your left, go up the edge of the block at the top, good holds can be found by reaching into the short corner crack and on the bulge above. [4 bolts]

Paul Hunt, FFA Sue McMaster 26/10/09

Quickie (14) 9m Δ

[2 bolts]

Paul Hunt, FFA Sue McMaster 26/10/09

Serenity (14) 9m

Mantle and smear onto the ledge to start, then straight up. Use either Quickie or S.C. Anchors. [3 bolts]

Paul Hunt, FFA Sue McMaster 26/10/09

*** Semi Conscious (14) 9m Δ**

Up the little arete to the ledge, step right into a small pocket, then straight up. [3 bolts]

Paul Hunt, FFA Xander Bartley 26/10/09

*** Wisecrack (15) 9m**

Harder moves near the bottom, some crack climbing technique is handy. [4 bolts, same anchor as Semi Conscious]

Paul Hunt 12/11/09

*** Triple D (14) 12m**

Smear, mantle and lunge to start or wimp out and start either side! Go to the left of the ledge, then up to the big rectangular hole – add a grade if you don't. [4 bolts]

Paul Hunt 05/04/09

Darren's Diagonal (13/14)

Start at the crack right of triple D and follow it to where I'm Easy goes through the roof then up to the I'm Easy belay. [Trad or top-rope, DBC-R]

Paul Hunt & Kierran McKay 03/06/11

****I'm Easy (15) 12m Δ**

Straight up the line of bolts. Above the overhang it's a jugfest. [4 bolts]

Paul Hunt, FFA Stewart Dempsey 05/04/09

The Big Tree

The small face and detached tower tucked in behind the tree. To set up a top rope just walk up the ramp along to the right.

Sofa Corner 10 (9m)

The corner crack with the 'cave'. Go onto the face and arete left of the cave to get to the top. Harder if you don't think 3D! [4 bolts]

Paul Hunt (gumboot solo) 6/03/09

**** Tree Face 12 (7m)**

Straight up the face right of the corner crack. [3 bolts]

Paul Hunt, FFA Stewart Dempsey (Trad) 16/11/10

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Starting Block**Gumboot Alley (12) 8m**

[2 bolts]

Paul Hunt, FFA Sue McMaster 26/10/09

Team America (12) 10m

[3 bolts]

Paul Hunt, FFA Xander Bartley 26/10/09

Tree Start (12) 10m

Stay left of the bolts and right of the tree. OK natural pro. [7 bolts]

Paul Hunt, (Trad), 04/01/09

*** Starter for Ten (11) 10m**

Another bolt ladder for a first lead, watch out for z clips! Stay right of the bolts. Great natural pro. Tree Start and Starter for Ten use the same bolts. [7 bolts]

Paul Hunt, (Gumboot Solo), 01/01/09

*** Power Start (14) 8m**

The start is a little hard on the arms. [2 bolts]

Paul Hunt, FFA Allan 04/01/09

*** It's a Start (14) 8m**

A bit easier to get going on! Go straight up and traverse left to the anchors just before the top. [2 bolts, same anchor at Power Start]

Paul Hunt, FFA Allan 04/01/09

Hidden Face

Find your way through the Barbary beyond the Stating Block and hidden among the trees you will find a small face with an overhang at the bottom. All three routes share the same anchor up high (it's 13m from the bottom of the climbs to the belay). It's easier on your rope to abseil off this one.

Pumpinator / Pumpinator+ 16 (9m)

Overhung at the bottom, then vertical, some pockets. Stays left of the bolts, climb right of the bolts for a harder variant – Pumpinator+. [4 bolts]

Paul Hunt, FFA Kieran McKay 26/10/09

Pump Class 17 (8m)

Up through the overhang and face below the crack. [3 bolts]

Paul Hunt, FFA Pip Rees 26/10/09

Pumpkin 14 (8m)

Start up the block under the roof, step left at the first bolt then straight up to the arete. Move left at the top for an easy mantle to finish. [3 bolts]

Paul Hunt, 18/09/09

Hanging Valley

A hidden valley of limestone past cave wall and the main crag. The sector is a rappel in and climb out. The easiest grade is around 16 and you will need to haul your gear out so be prepared for an adventure!! Having skills to multi-pitch with your buddy out or ascend a fix line are key, there is no where to walk out from this area!! If you do not have these skills, do not enter this area.

Walk the stone steps then follow the path to the right, up some more steps and into a paddock, traverse the tree line until you reach the access anchors at the far end. The walk is about 100m. Once you reach the chains and access anchors rap into the valley.

**** Facey McFace Climb 22 (15m)**

The furthest climb left of the Hanging Valley, climb onto the ledge then up to the slightly overhanging face on pockets. [6 bolts]

Chris Hailey, 01/10/24

**** Foot Fet Arete 21 (15m)**

Climb the arete. [6 bolts]

Chris Hailey, 01/10/24

*** HISHE 21 (15m)**

Climb the face into the scoop then keep climbing direct for "How if Should have Ended" [6 bolts]

Chris Hailey, 14/09/24

*** Girlfriends are like Kidneys 18 (17m)**

Start as per HISHE then at the 3rd bolt start heading right. [7 bolts]

Tom Johns, 2011

Cave It Up 15 (15m)

Climb the crack and face to exit the crag. [6 bolts]

Louisa Last, 2011

*** Asteroid City 17 (14m)**

Climb the corner/face just right of the access pitch [6 bolts]

Conner Latto, 02/11/24

*** Sympathy For The Villain 24 (15m)**

Climb the face then attack the overhang. [5 bolts]

Chris Hailey, 01/09/24

***** Drizzle 16/17 (18m)**

Climb the right side face and through the overhanging jugs [6 bolts]

Kieran McKay, 2011

*** Demolition Job 16 (18m)**

Climb the corner, good as an exit pitch [6 bolts]

Kieran McKay, 2011

**** Lamby Lamb 22 (18m)**

Climb the face on bobbly tufas then head direct through the broken roof. [6 bolts]

Tom Johns, 2011

***** Touch of Grey 25 (20m)**

Start up on the bobbly tufas then attack the blank face. After the blank face step slightly right and up the arete on good crimps. Jug haul the last 4m to victory!! [6 bolts]

Chris Hailey, 27/10/24

***** Don't Get Drunk Before Firing Heavy Machine Guns 24/25 (20m)**

A sweat little route that starts in front of the stump then moves right after the second bolt and up through amazing moves to finish. [6 bolts]

Tom Johns, 2011

*** Blue Jeans And Jesus 17 (20m)**

Start up either "Don't Get Drunk.." and traverse in after third bolt or start up "Direct Line To Jesus" and follow the ledge left. [6 bolts]

Tom Johns, 2012

*** Direct Line To Jesus 17 (20m)**

Begin on pedestal, climb up through large scars and juggy rock to chains. [6 bolts]

Tom Johns, 2012

*** Scorched Rock 21 (18m)**

Climb the overhanging start on good holds then step right and attack the face to the anchors. [6 bolts]

Chris Hailey, 02/11/24

* **I Only Curse Your Name When I Climb 18 (20m)**

Situated on the arcing right facing corner. The trick is to move left the 2nd bolt and then follow them up past the stump before the chains. Originally done on-sight without the 5th bolt. [7 bolts]

Tom Johns, 2012

* **Broken Heart 18 (20m)**

[7 bolts]

Bryce Martin, 2014

* **When I Climb You I Think Of Granite 18 (20m)**

Another right facing corner with holds that don't face the right way. Technical around the 5th bolt. Enjoy the finishing holds. [7 bolts]

Tom Johns, 2012

*****Every Gangster Needs A Pony 23 (25m)**

Enjoy every minute of it!!!! [8 bolts]

Tom Johns, 2012

*****Stitching Your Name In My Knickers 20 (25m)**

The tallest route on the crag. If every gangster is classic then this is indescribable. Every move will have you smiling. It starts on the right of the alcove, moves through a corner and finished on the face below a tiny roof at the lower off. [8 bolts]

Tom Johns, unknown

** **Science Fiction 24 (25m)**

Go ledge to ledge via good features until you attack the seemingly blank but very featured face. Once through the face jug haul your way to victory via the crack feature. [8 bolts]

Chris Hailey, 01/10/24

** **Tufa To Reach 24 (25m)**

Climb the face up to the ledge to clip the 3rd bolt, then either attack the blank face or tufa up to the rooflet. After the ledge middle face then meet up with the top right anchor [8 bolts]

Villa Yan, 28/09/24

* **See Emily Play 15 (25m)**

Climbs the corner arete next to / right of the tufa. [9 bolts]

Bryce Martin, 2013

* **Lock Or Drop 21/22 (25m)**

The main event is in the face...then climb the blocks on easier terrain to the top. [9 bolts]

Chris Hailey, 01/09/24

* **Chase The Dragon 19/20 (18m)**

Climb the face around the tufa then through the overhang. [6 bolts]

Chris Hailey, 01/09/24

Cave Wall (Left) - area closed until further notice

Approach is from Hanging Valley. Once in Hanging Valley head to end towards the cave. Use the chain provided on the steep slope, if you do not clip into the chain you could slip down the hill and drop into the cave.

Cave Wall (Right) - area closed until further notice

Walk up and over the Stone Steps and keep following the track straight for 50m. Clip into the chain provided on the steep slope.

Bagpuss 16 (10m)

Just up and to the right of the cave wall you'll find a tower with one line on it. Fun, easy and slightly steep. [3 bolts]

Chris Hailey, 01/04/24

** **Stranger Than Fiction 20/21 (18m)**

Start up easy ground then attack the face, take the sloper rail out right, then dance your way to victory. [6 bolts]

Chris Hailey, 20/10/24

* **Weapon Of Choice 17 (15m)**

Climb the ledges into a cruxy face section. Easier finish. [6 bolts]

James Wu, 03/24

* **Peak Day 16 (15m)**

[6 bolts]

Dan Head, 2024

* **Smushrooms 19/20 (16m)**

Climb the right side of face. [7 bolts]

Chris Hailey, 27/04/24

* **2 Poc 22 (20m)**

Climb the face then arete on good holds. [8 bolts]

Chris Hailey, 27/04/24

** **Kenosis 23 (20m)**

Start at the block that is not attached to the main wall. Head up on the good holds heading towards a decent crux then mantle and enjoy face climbing to the top. If you are short this climb seems to treat you well...If you are long it may be a bit harder but that could just be an excuse!! [7 bolts]

Chris Hailey, 20/10/24

* **Agro-Culture 19 (25m)**

Starts up the right side of the big block. Head up the cracks, mantle the ledge then stem and jog haul your way to victory. [8 bolts]

Chris Hailey, 17/11/24

*****Stitches Before Pitches 23/24 (27m)**

Start at the pad as per Without Me and The Worlds End. At the 2nd bolt head right and up the face through good features to some good face climbing. After the face take a jug haul victory lap to the anchors. [9 bolts]

Chris Hailey, 27/01/25

*****Without Me TBC (27m)**

Start at the steps, climb the vertical face into the corner then through the rooflet. Attack the vertical blank looking face on crimps then take the direct line to the top through another 4 bolts. [10 bolts]

Chris Hailey, 24/12/24

*****The World's End TBC (30m)**

Start on the steps, climb the face into the corner then head through the small overhung. Vertical crimping face climbing will lead into the traverse using the perma-draws over the cave and up to the tallest part of the wall. [12 bolts]

Chris Hailey, 24/12/24